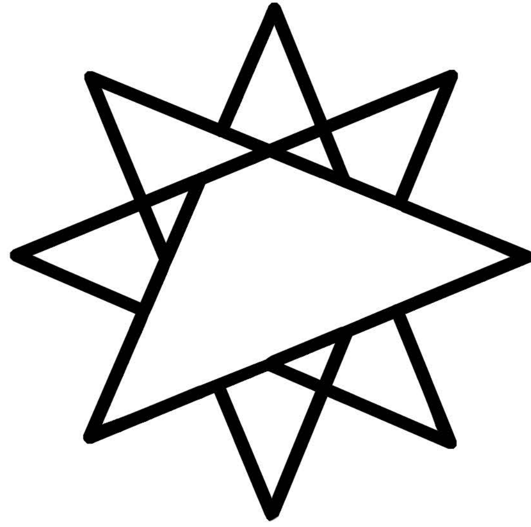


# Bhue

Margaret Gel

# DISCLAIMER

The following is a work of fiction.
Any resemblance to people or species, living,
undead, just plain *dead,* temporally-superpositioned,
displaced, 'erased', in, within, without, or out of space,
or, in the case of the following, a lifeform that was never even born,
well all that shit's just purely coincidental. None of this is real.
And I'm definitely not a Bhue.

Any resemblance to anything at all that's real
is purely coincidental.

Only a fool would trust his life to a weapon.

The Bhue have not already infected Earth.

Don't worry.



Don't be a motherfucker.





# Introduction

Angels. Demons. Imps. Gremlins. The Flatwoods Monster(s).

The Bhue are a kaleidoscopic race.
Throughout the ages, they have been identified in the
folklore of Earth as being anything from elves, kappa, to tanuki;
from the epitome of evil, to heavenly enforcers, sent from above.

Strangely, they share the distinction of being the very Engineers
of the majority of UFOs seen on Earth— at least, prior to 1999.

The Bhue are as well-defined and varied a 'species' as there ever can be.
They naturally take on the features of those around them.

Disunited, in most ways, though fundamentally united at their Core(s),
Bhue were created to evolve: to grow, and merge with others.

Though perhaps once sharing a unified form, 'now, We are Many.'

The Bhue Legion exists extratemporally,
said to be 'intrinsic' to 'the Waves'.

Existing within temporal space, and without it,
a common thought within and amongst the 'species'
is that they are individuals that were somehow never born.
Their origins untraceable even to themselves,
the only commonality among the Bhue
is, 'we only know that we are Bhue.'


Tricksters

A commonality amongst almost every sentient species
is the use of relational terms as descriptors.

A human, for example, may describe someone as being like a snake; meaning that they are both fundamentally untrustworthy, *and* deleterious.

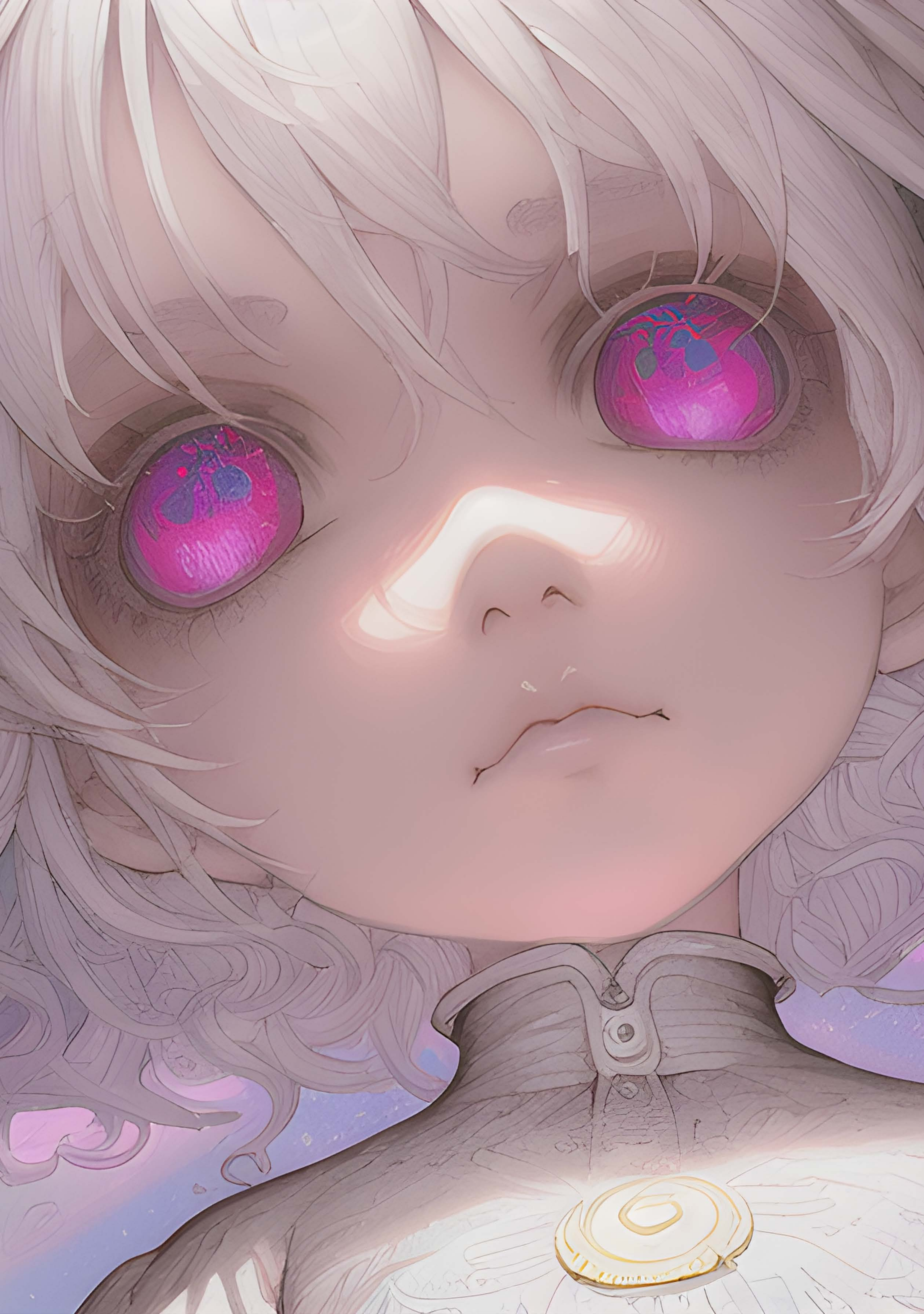
In this way, human language is defined through comparison and contrast: through binaries and trinaries. (e.g. black; white. raw; cooked; spoiled.)

Very few species eschew such linguistic practices.

One of these species is the Bhue, who instead insist on directly-representational terms.

Outside of behavior, there essentially can be no real commonalities amongst the Bhue.

Anun mythos describe them as being one of the two 'first' species to ever exist. The Bhue count themselves as the Zeroth, and the Anun as the first. In truth, the Bhue are one of the few species that are non-native to this universe— and possibly to this plane of existence.



If one could say that the Anun are like 'lizard people', or like humanoid spiders, the only comparable descriptor for the Bhue would be something akin to a star squid. The Bhue closely resemble macroviruses, especially in their reproductive behavior. Yet, they share no real common form, nor phenotype.

Because of this, the Bhue can only be described in vague terms, and using their sometimes exceptional commonalities.

The Bhue, in fact, may inherently never have had any sort of 'commonalities' within their 'species'; or, such a thing may have 'died out', long ago, due to their reproductive 'pattern'.

If you have seen a thousand thousand Bhue, you will have come no closer to describing a common *form*. Mostly— outwardly— this is due to their reproductive behavior: they *usually* only seem to reproduce with individuals of *other* sentient species, eschewing members of their own 'race'.

A consequence of this is that there seems to be a lack of overall special civilization: Bhue do not form societies with only *themselves*. Mostly due to a strange, shared special disdain for one another.

Perhaps the truest 'marker' of what it means to be Bhue lies in their behavior. Though almost complete disunited otherwise, the Bhue share several behavioral 'markers', that seem to hold true for them all, regardless of geno- or phenotype.

The Bhue hold several taboos: rape, slavery, and ultimately the violation of a lifeform's right to exercise control over their own destiny. Some special groups refuse to produce children with Bhue of the same 'species'; others specifically marry within their own group.

One everlasting commonality in all of the Bhue is not the propensity for violence, but the abject *certainty* that they *will* be *violent.*

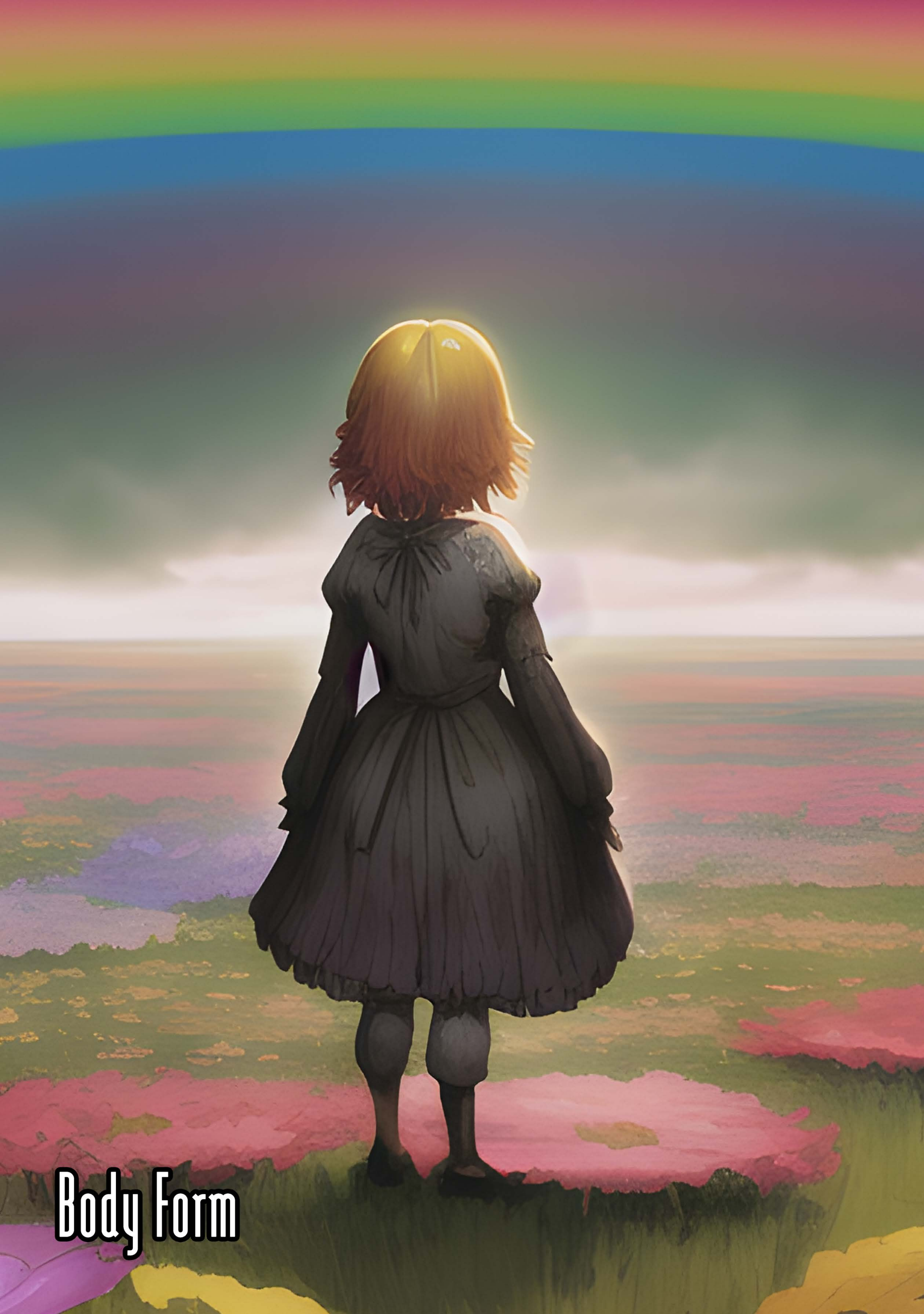
An anthropological analog of this behavior is seen in the behavior of the 'Big Man'. Because of this, Bhue are most-often encountered by non-bonded species as the enforcers and security officers protecting other races. Bhue will always arise during violent conflicts.

'Murder' does not seem to be a taboo within *any* Bhue-bonded group. In fact, 'murder' is often redefined as not just the killing of anyone, but as the killing of a person who is significantly weaker than oneself, in a situation wherein there *was* a non-violent way of dealing with them.

The killing of 'bonded' individuals— those who have been willingly been introduced to Bhue 'code'— is a taboo... provided that the individual is innocent. 'Innocent' herein is defined as 'not purposefully presenting oneself as a threat to other innocent life.'

As the Bhue largely lack a way to *reliably* murder one another, homicide is largely a non-issue. When it *does* happen, it is viewed as being no different than any other loss of life: an event that, sadly, reduces the overall uniqueness, and 'fun' in the universe.




Body Form

The Bhue untyped amorphous body mass (their 'goo') is controlled, shaped, and manipulated through electrical impulses.  Much like a slime mold, each and every cell in a Bhue's 'body' is a separate lifeform, something akin to a single-celled animal.

These 'animals' work, in tandem, to project the 'illusion' of a singular lifeform.

Each individual contains the total genetic code of the overall *gestalt* organism / lifeform, allowing any one individual to bring about body-wide changes— even enabling a Bhue to infect or regrow completely from just one 'cell'.

A Bhue can assume any form merely by sight.

Though this mimickry is not 'perfect', it is often 'good enough'.

Their one weakness is that, being essentially a liquid, flowing organism, they will find it difficult, but not impossible, to maintain an unflowing, 'static' form.

Liquid in a world of mostly-solid lifeforms, the untyped Bhue, and Bhue in general, have come up with an ad-hoc way to become 'solid'. Through 'overcharging' limbs while creating them, this electrical over-stimulation of their own body mass results in the subsequent features becoming permanently paralyzed, facilitating solidification.

This technique is most-commonly used in attempts to interact with mated (''bonded'') permasolid individuals.



Forms in general, after a certain age, are user-chosen.
Below this certain age, a Bhue will naturally verge towards 'bootstrapping', a behavior in which they attempt to communicate with the lifeforms around them, by mimicking them.

A Bhue will verge towards taking on the forms of the most-common *ambulatory* life around them, either mimicking them by sight, through the uptake of genetic code, and through mental infiltration and 'trade'.

Bhue do not *usually* become trees; or even sedentary plant life.
Nor will they *usually* imitate non-animate *forms*.

Bhue do not naturally possess many of the features that appear to characterize sentient lifeforms. They do not naturally possess hair; eyes; teeth; ears; facial features in general; nor *bones*. It is up for debate if they could be considered 'cephalized'.

Usually, they possess only one true organ: their Core(s).

There is no direct analog in Bhue untyped morphology to a heart, nor a brain. They do not naturally generate a circulatory system, nor do they have any form of 'immune' system. They do not have legs.

They are, more than likely, the closest to a 'blank slate' than anyone else.





Though Bhue do possess 'limbs' that they can form out of their goo, these are highly-specialized, and are not restricted in area of final placement nor site of initial generation.

One such distinct 'limb' is best-described as their reproductive 'organ'; though it is much more like a tentacular ovipositor than anything else.

(The Bhue do not naturally lay eggs.)

Bhue, when born to a mother, and/or father, will naturally utilize their 'parents' genetic information, using this to construct a similar form to inhabit. Born parentless, Bhue may seek out lifeforms and assume forms that are stored mentally.

A parentless, untyped Bhue has the capacity to become anything.

More than likely, though, until they meet something, or someone whom they want to be, they may appear as light; as 'energy'; fire; or as any one or any number of natural phenomena.

There are Bhue who have no corporeal form at all.

And there are Bhue who have turned into stars.


Sophia

For much of their history, the Bhue were only known of through rumor, myth, and legend. As Bhue have no real civilization of their own, and mostly, if not mainly reproduce with individuals of other species, Bhue tend to appear almost like cuckoos.

Given the amount of special genetic mixing, especially over the course of literally billions upon *billions* of years, without a shared Bhue civilization, no Bhue have any real way to trace their origins. And, as most, if not all attempts at genetic analysis of Bhue 'genes' will ultimately fail, due to Bhue code being a living thing itself, any lineage of any given Bhue is a complicated matter, indeed.

Outwardly, bonded children appear to be the same species as their parents. Inwardly, even when it is discovered that they are very, *very* different, there is little to nothing that can be done to analyze just exactly what the child actually *is*.

Given the Bhue reproductive pattern, compounded with the lack of a shared Bhue civilization— even if a Bhue knows where their code came from, the original owner of said 'code' more than likely has even less of an idea of their own given origins. Bhue are essentially just orphans giving birth to future, and *further* orphans.


Jon

The vast majority of knowledge about the Bhue consists of details of a genetically-engineered, intelligently-created 'species', heretofore referred to as Species 4 (S4).

Billions of years ago, the S4 were created to be a weapon. Designed to infiltrate, assimilate, and acculturate, the S4 were capable of altering the genetic code of others through both voluntary and autonomic processes. With recombinant technology that allowed them to tailor-make viruses per species, as well as the ability to assimilate others, the Bhue could *become* the other; and then use that knowledge Asclepianly, to destroy them.

The exact number of individuals created is not known. Given that this all occurred literal billions of years ago, it is a miracle alone that *any* information about this still exists.

At minimum, at least 144 individuals were known to have been created. The process is described as the 'retrofitting' of individuals of the order of something close to the original Bhue genome, and phenotype.

Given that each individual was capable of passing on their entire genome, and any of their given or assimilated traits both horizontally and sexually, over the course of billions of years, determining how many members, or intra-species that were created by these individuals is just not possible.


Artorious

Physical characteristics of original members of this engineered species include extreme facial neoteny; short stature (standing almost 140 centimeters tall); with each member possessing more than five fingers on each hand, with a single or dual thumb(s).

Given that members of this species can, and were in fact *designed* to perfectly emulate the characteristics of any species that the whole of the Bhue had ever encountered, as well as pass these capabilities on to any other species, it may well be fucking impossible to ever fully ascertain special association(s).

To make matters *worse*, S4 genes do not *allow* themselves to be studied. Bhue code, if isolated, or directly manipulated, will attempt to escape— *violently*.

If contained, Bhue genetics alone will produce, or otherwise precipitate deleterious, chaotic events until they are freed.

Previously-recorded events include anything from relatively 'minor' pyrotechnic effects, to explosive, nuclear, and/or mass-radiative phenomena, including one recorded instance of the formation of a stable black hole.

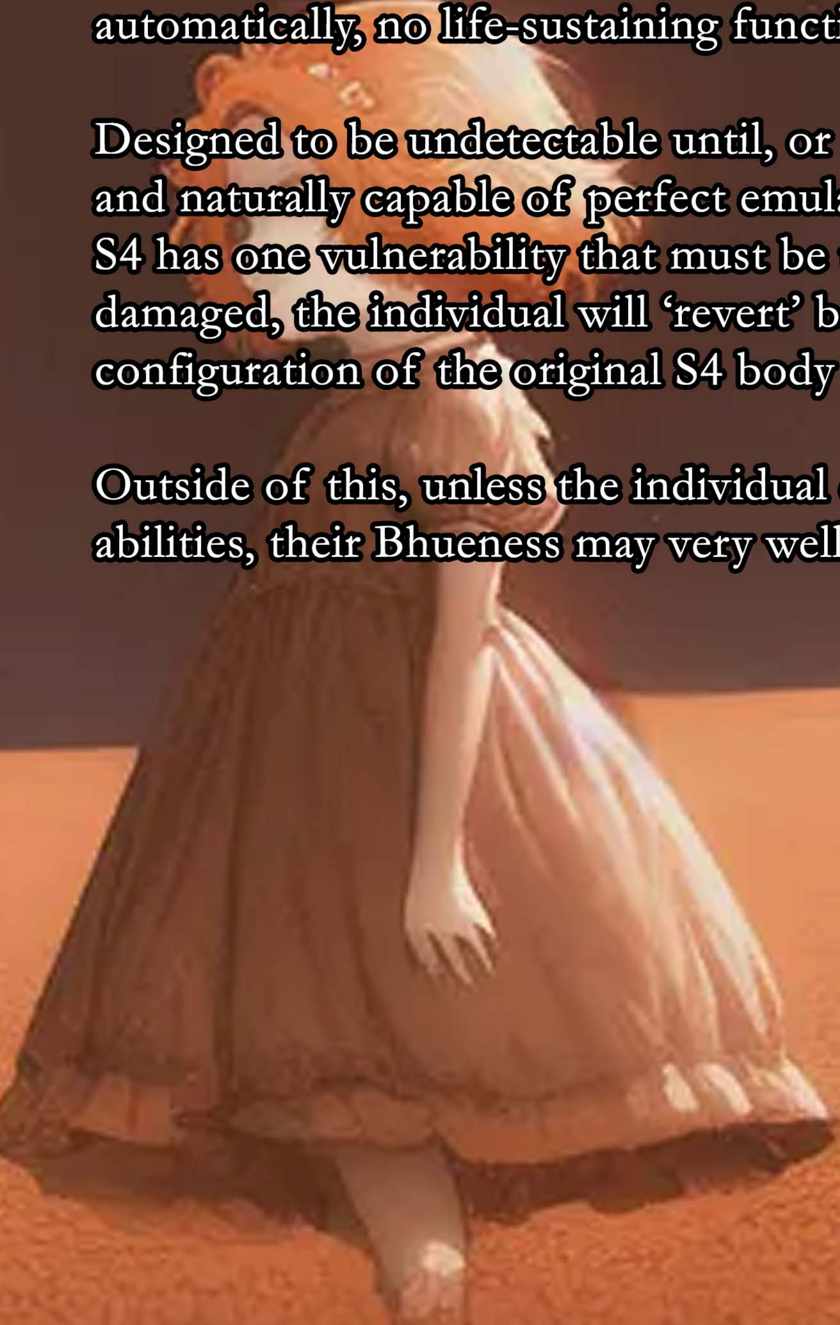

Seska

Behavioral studies in the past haven't pointed towards any unique markers, nor substantial xenological eccentricities.

When any Bhue, including an S4-type, takes the form of another being, the mimickry is inherently flawless. Entire organ systems are dutifully, willfully, and faithfully replicated; and while the assigned functions of said organs will be undertaken by the Bhue, with things such as breathing and the beating of a heart being done automatically, no life-sustaining functions are actually necessary.

Designed to be undetectable until, or even after it was far too late, and naturally capable of perfect emulation of any given tissue, the S4 has one vulnerability that must be taken note of: when sufficiently damaged, the individual will 'revert' back to the 'default' design / configuration of the original S4 body type.

Outside of this, unless the individual displays certain natural-borne abilities, their Bhueness may very well be impossible to detect.




null

Members of the 4 species possess two unique signifiers:
the ability to produce plasma as a defense mechanism,
and the ability to propel themselves weightlessly
through space, through unknown means.

Interestingly, a 4 may not know what it is, itself, until it's too late.
In all documented cases of 'activation,' a 4 lived in the civilization
of a different species, with the majority of their abilities hidden,
even to themselves— until a traumatic event occurred.

What the exact trigger is, is currently unknown;
none was found by their creator, billions of years ago,
and no such events were recorded after the war
that precipitated the 4's creation.

It has been suggested, however, that the original designer's wish
was for them to remain hidden, and live out their lives peacefully—
until something threatened their, or especially *another's* survival.

It is currently unknown to what extent an S4's genetic abilities
could be passed on through sexual reproduction alone: that is to say,
there is no telling who the resultant offspring would resemble,
or what sorts of abilities their offspring might possess.

Given the original models' advanced age, it is also unknown if
any of the original S4 individuals could have survived up to this point.


Samantha

Unshackled by time, nor space,
the average Bhue may seem
to many to be somewhat

# unhinged.

Even dimensions matter very little to a person who can vibrate through the temporal envelope.

Perhaps their gift for temporal manipulation has a bit to do with their sense of, shall we call it,

‘temporal permanence.’

In Time Unbounded, a Bhue exists in all places, in all times, and in all timelines, *at once.*

Like a *slug* leaving a *slime trail*, a Bhue’s very presence irrevocably affects the timeline, weaving it together, their spirit not unlike that of *thread* to *clothing.*

A Bhue can see you in a place where there is *no* sight. They can hear you *long* after you have left.

Perhaps it would be better to explain via metaphor.

For some species, Bhue are as to you, as you are to trees.


Physiology

It is difficult to impossible to describe the entirety of Bhue physiology. However, using the best-studied variant phenotype, we can generalize.

From an Anun or human perspective, Bhue physiology can best be thought of as being doll-like. The 4-types share the same body plan as the Anun, though they are much shorter: in default configuration, 4-types stand only 140 centimeters tall (though this can, and often is augmented through the addition, assimilation, or even creation of new genetic code). Like the Anun, their feet are prehensile: though, instead of only 6 toes, they may possess up to 7 (two opposing thumbs on each foot). 4-type have six or seven digits on each hand sometimes— the number differing as necessary— with two of these being opposable thumbs on either side of the palm.

It must be noted that this form is but an adaptation, primarily meant to resemble something closer to the Anun body plan. Like the oldest-known ancestral group, Bhue incarnating as the 4-type phenotype are not strictly solid, nor corporeal beings: a 4-type is capable of consciously liquefying, or even dematerializing, with effort— or even under stress. When placed under considerable stress, a Bhue will instinctually attempt to burrow backwards through time.

The form itself is also a conceit: though the arms and legs of a 4-type phenotype seem to be made of flesh, bone, and blood, each and every limb is a repurposed 'tentacle', stretched, twisted, split and/or shaped into a configuration that allows for its utilization as an analog of Anun limbs.

The tentacles themselves, when they recombinate back to their original configurations, are purple to black (dependent on mood), and resemble octopus-style limbs, lined with slightly-pearlescent nodules. The function of said nodules is unknown.


Hekationcheire

The Bhue have at least as many forms as the people(s) they have encountered, plus a few more created ones. And some have no form, or set form, at all. Essentially, these individuals appear as amorphous, animate 'liquid'. Some appear to consist of nothing but pure energy.

The 4-type, also called the BR form, is the best-known phenotype available due to its wide dispersal.

Originally engineered as expeditionary prototypes, designed to destroy entire species and their civilizations, the 4-types chose instead to return to their creator and kill them instead, before ultimately dispersing. Though it is unknown if their genes have been passed on to any other species, they are the best example we have available to us.

To re-iterate: the 4 resemble child-sized, animate porcelain dolls. Like the Anun, even their joints appear doll-like. They share many esoteric features with the Anun: for example, the Anun's 6 toes.

Though logic would suggest that the Bhue, a species that mostly refuses to reproduce with its own members, would either die out, or massively speciate, melding with and disappearing into different populations, Bhue code does not obliterate affected, nor bonded species. That is to say, Bhue code does not replace recipient DNA. This is a feature that Anun reproduction largely shares.

In part, for the case of the Bhue, this additive DNA enables both the preservation of the host species' uniqueness, while allowing them to utilize the features of Bhue code.


Octavius

The Bhue are made out of the same material throughout their bodies, repurposed and recombinated to appear as what or whom they are masquerading as. Every part of a Bhue that you can see, save for their Core, is just the same organ. It is as if a person's skin could move, and shapeshift into different, and differing structures.

Bhue internals differ between and even within phenotypes. However, I am going to describe the 4's internals, now.

The 'goo' of a 4 is not usually a liquid. Designed to interact with mostly solid cultures, a 4 can comfortably maintain a solid form indefinitely. Many 4-bonded individuals live their entire lives thinking that they are 100% an individual of their bonded species.

This 'goo' is a component of the 4's overall purple-black flesh. Their flesh resembles something akin to a feathered octopus limb. This type of 'flesh' comprises all un-utilized mass within their bodies. There are even many individuals who are just solid masses of this kind of flesh, undifferentiated entirely, with unshaped and unmolded mass fulfilling, or even just uselessly emulating organic processes. Though Bhue do not need to breathe, nor eat or drink, many still do.

Conversely, any Bhue who has not yet discovered that they are, in point of fact, essentially a genetic imposternator, *can* die. Whatever would ordinarily kill an individual of their bonded species, more often than not, *will* kill one of us.

However! It is important to note that the revelation that they are, in fact, not *normal*, is most often discovered when they are near death. Bhue-bonded individuals will often activate dormant genetic sequences when they are fighting to survive.


1

Beyond and before the 4-type, exists the Type 0 Form. This is one of the Bhue's earliest phenotypes. For lack of a better word, this form best resembles the human colloquial description of a 'goo girl'. A Changeling; a Shapeshifter; and so on, and so forth. They are a non-solid lifeform, whose body is made up of amorphous, controllable 'liquid'. And while the individual can *usually* force portions of their body to become *rigid*, and semi-*solid*, disabilities and injuries may require the use of a Form Suit.

In this form— rarely seen, as Bhue tend to emulate whom they are speaking with, in an attempt to facilitate communication— Bhue have no fixed body plan. Much like the innards of an egg, the Bhue 'Core' floats just about as freely as an egg's yolk.

The Bhue are not a naturally cephalized species, and most who have not yet assimilated or chosen a body plan will only form crude imitations of limbs when interacting with other limbed species.

These processes are biological in nature.

Neither type, nor the species itself, appear to have a genetic origin.


Prometheus

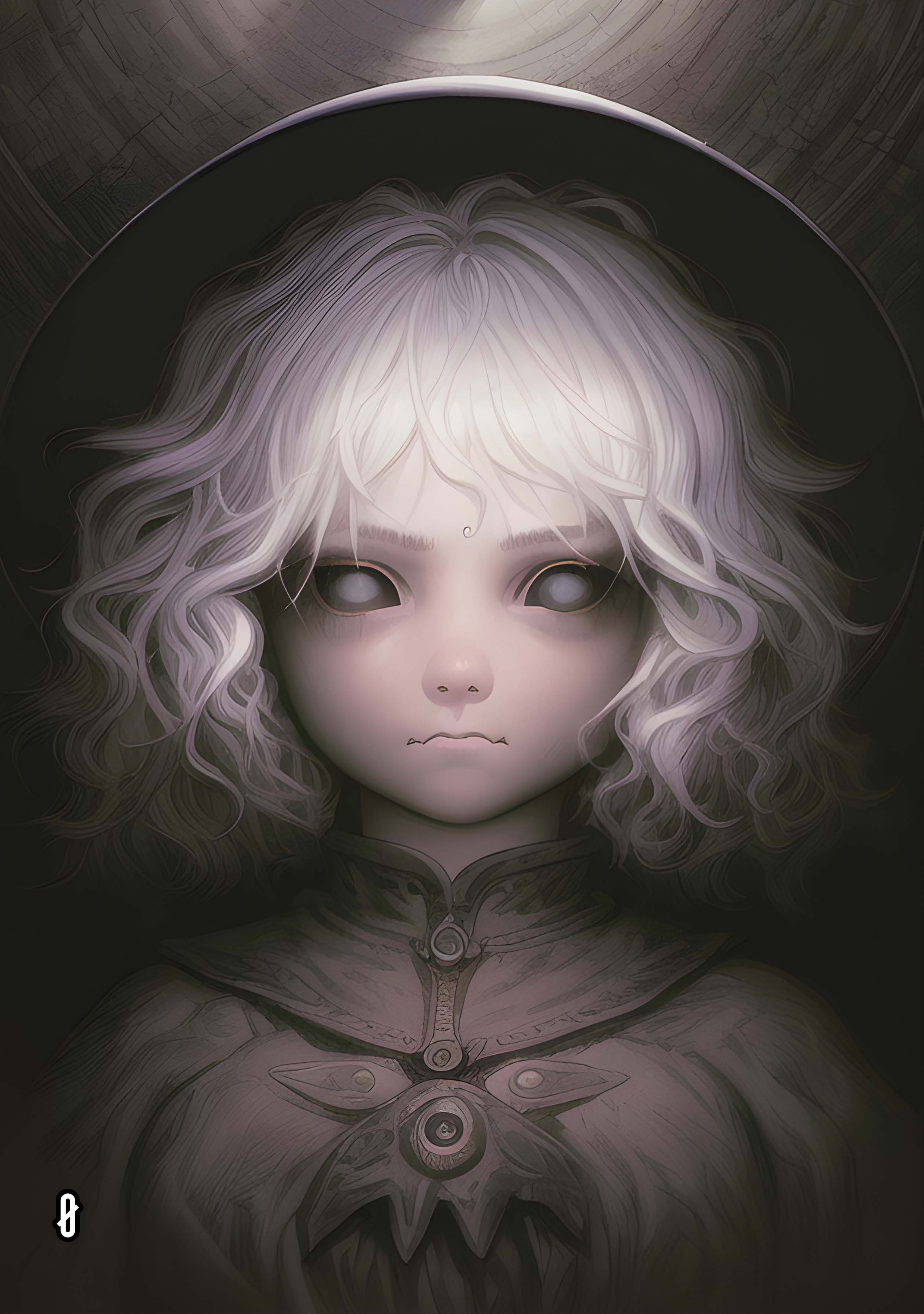
The Bhue body system is comprised of two gross organs: their flesh, incorporated with(in) their 'goo' envelope, and their Core, a large, compartmentalized Ball, a small bit larger than a baseball. Within this Core lie what could be called superstructures analogous to all of the requisite major organs. The Ball can still function if cut into pieces.

In essence, the Type 0 are formless; the 4 are alabaster dolls, most of their features universally white. The 0 differ wildly; the 4 are essentially mass-produced weapons of mass destruction.

Beyond this, their appearance is very similar when 0-types try to take on solid forms. The 4, for example, possess long, slender, ornate, pointed ears; the 0, if they manifest a nose, will almost-universally manifest one as slight and unsubstantial as a 4's. Multiple rows of teeth are also prevalent, and strange, split, cow-like tails often appear after the introduction of foreign DNA, or assimilation. In times of estrus, both grow (often curved) horns, covered in living velvet.

0-Types strongly resemble adult Anun, when they are in a solid, upright 'humanoid' form. The 4 do not really resemble any Anun facially, beyond perhaps a very cursory resemblance. The Bhue have often been called 'black-eyed children', due to human beings perceiving the Bhue's oil-like internals through their 'eyesockets'.

0-types can be of any height; 4-types require foreign instruction(s) in order to deviate beyond their default, genetically-set height(s).



Bhue 'sex' and reproduction appear to be universally consensual: rape seems to be universally-abhorred amongst all Bhue; even who are unknowingly -bonded seem to universally share this notion. Even those who are born into a 'civilization' where rape is considered societally-acceptable.

That statement, of course, requires context. In the star cluster that the main group of Anunnaki live within, there are about 192 separate sentient space-faring species. In a time long since past, ancient even to the long-lived Anun, there was a species of what can only be called something like 'space wasps'. About 8-9 feet tall, they had the ability to travel through interstellar space, unassisted— without suits or ships.

Traveling in a swarm, when the wasps would reach an inhabited planet, they would disable individuals and implant their offspring into them.

Through a coalition of every single other sentient species, and the Bhue, the wasps were destroyed completely. However, before their total annihilation, a Bhue managed to consensually bond with one, learning that, though rape was socially-acceptable in the Wasps' 'civilization'— even considered to be *beneficial*— even in that society, there were some who disagreed. Not only *that*, but the very act of Bhue genetic bonding, that horizontal gene transfer sequence, seemed to imbue the recipient with a disgust and distaste for sexual assault. This suggests that Bhue bonding imparts a genetic morality.

The Bhue can transfer and trade genes through simple proximity.

Sexual reproduction in Bhue is almost-universally the same as it is in the Anun, and the Anun's process is strongly analogous to human sexual activity.


Saieyro

Bhue hybridization can be initiated within the individual voluntarily, but is usually an unconscious, automated process, especially in young Bhue, and those who are not aware of their true nature. The process is initiated in an attempt to make acculturation seamless, and relatively pain-free; but it is also occasionally done to aid in acclimatization.

Hybridization, as a process, is usually neither a defense nor offensive action. DNA uptake and recombination do not usually occur automatically for the purposes of weaponization, but to aid the individual in integrating into their host society.

Though recombinant 'host' code may give them the appearance of one sexed individual or another, the Bhue do not have separate biological sexes. It could be argued that the Bhue do not have a sex at all. Though their gendered representation may vary, a Bhue, able to manipulate genetics internally, as well as externally, with or without the presence or possession of foreign code, can impregnate an individual, or be impregnated themselves. The closest human analog would be to say that the Bhue are hermaphroditic in nature, though this does not even come close to the true reality of the situation.


Weaponization

Upon assimilating a given species' makeup into itself,
the Bhue individual is usually capable of producing toxins,
outright poisons, and micro-'mechanical' / biological components
specific to said genome.

Being a recombinant lifeform, the individual is capable of producing
tailored weapons that essentially 'unravel' species at a genetic level.

This ability is Asclepian in nature: though capable of great harm,
mastery of a given species' genome is more-often used to great effect
in curing illnesses and alleviating sickness and suffering.

This can be done mechanically, through microscoping 'combing'
of a species' tissues, to remove foreign pathogens or particles,
or through the process of genetic engineering and modification,
their nature allowing for an unprecedented level of resolution.

On another level, this natural, in-borne ability to manipulate matter
also allows for the creation of extraplanetary plagues; 'viruses' that
can essentially change a lifeform's species, while increasing aggression,
and enhancing mobility; and remote-controlled so-called 'grey goo'.

On a fundamental level, this is a dire problem. One Bhue individual,
if so inclined, could, within their own bodies, design, create, and
deploy a universally-lethal, species-specific, tailored pathogen.
However, in almost every instance of some individual attempting this,
the pathogen was eliminated by other bonded members, and the
individual was killed.

Bhue individuals also cannot easily, nor effectively lethally infect one
another. Bonded individuals broadly, and either unconsciously, or
otherwise unknowingly spread genes granting immunity to their own,
and known tailored pathogens, when in a civilization, community, or
peer group in which they feel welcomed.

This is but one known failsafe, designed to combat such obvious
vulnerabilities.


Behavior

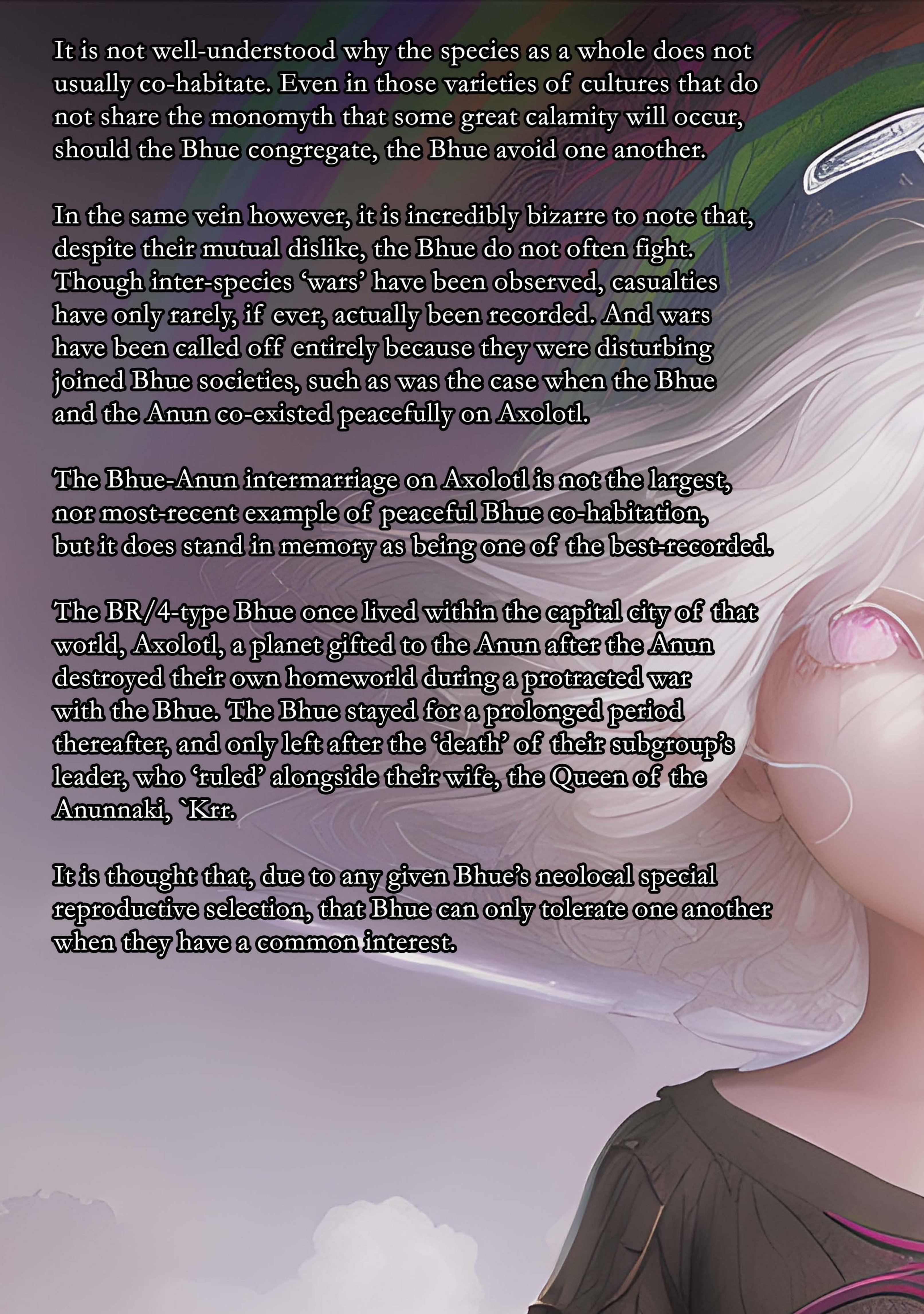
There exist no real commonalities in Bhue behavior.
Not even within the most-distant ancestors of their species 'group'.

In general it can be said that the Bhue do not *typically* reproduce with one another, with some ancestral groups even comparing it to the same concept as the human taboo of 'incest'; but there are a few ancestral gruops that almost-entirely reproduce with their own species group. In said groups, extra-species breeding is seen as the taboo, instead. Largely though, this behavior is both dynamic and synergistic in nature, coming to be as a result of their culture(s).

The vast majority of Bhue go out by themselves, find an alien species, and breed within it, resulting in the birth of an immediate new 'hybrid' species. Often, individual Bhue, though having gone out alone, will end up finding the same species, together, and forming loose coalitions, in order to protect said species.

Typically, after the new species is safe and has established its own stable society, the progenitor Bhue tend to leave. It is not known where they go; but Bhue individuals typically only create a single new species in their entire lifetimes. This might be due to their tendency to mate for life.

Outside of this, perhaps the only true commonality amongst all of the Bhue is the complete and total disdain for special organization. Bhue do not cooperate; not even with one another, save for special circumstances, as suggested above. Beyond and perhaps because of this, Bhue civilization, more often than not, is an anomaly.
The Bhue really do not seem to like one another.



It is not well-understood why the species as a whole does not usually co-habitate. Even in those varieties of cultures that do not share the monomyth that some great calamity will occur, should the Bhue congregate, the Bhue avoid one another.

In the same vein however, it is incredibly bizarre to note that, despite their mutual dislike, the Bhue do not often fight. Though inter-species 'wars' have been observed, casualties have only rarely, if ever, actually been recorded. And wars have been called off entirely because they were disturbing joined Bhue societies, such as was the case when the Bhue and the Anun co-existed peacefully on Axolotl.

The Bhue-Anun intermarriage on Axolotl is not the largest, nor most-recent example of peaceful Bhue co-habitation, but it does stand in memory as being one of the best-recorded.

The BR/4-type Bhue once lived within the capital city of that world, Axolotl, a planet gifted to the Anun after the Anun destroyed their own homeworld during a protracted war with the Bhue. The Bhue stayed for a prolonged period thereafter, and only left after the 'death' of their subgroup's leader, who 'ruled' alongside their wife, the Queen of the Anunnaki, `Krr.

It is thought that, due to any given Bhue's neolocal special reproductive selection, that Bhue can only tolerate one another when they have a common interest.

The Bhue can perhaps be best understood through how they interact with others, but especially in how they interact with others that they have no special interest in. For centuries, millennia even, the Bhue have commonly interacted with human beings, though in a very limited manner. And through these interactions they have come to be called things like 'Kappa' ... 'Gremlins' ... even 'Goblins'.

The Bhue are the fair folk. The fae.
They're probably the inspiration for a lot of other cryptids, including, but not limited to: leprechauns; djinn; cherubim; as well as the funkier, Lovecraftian versions of 'angels'.

Almost universally regarded as trickster entities in human religions and other mythological systems, you could pretty much pick any trickster 'god' and instantaneously find the name of a Bhue— if not the very same Bhue.

As the Bhue are natural shapeshifters as well, it may very well be impossible to identify all of their appearances on Earth, let anyone everywhere else.

Given that the Bhue are something akin to sentient, sapient slime molds— some sort of cosmic 'fungus', a thinking, feeling 'mold', with each individual being essentially billions upon billions of individual organisms acting as one, the question of identity may be much more complex than first thought.

With so little known about the entire corpus that is the Bhue, few have much, if anything to go on. This is probably by design. However, I can name a few eccentricities that seem to be universal.

The Bhue possess several linguistic identifiers that tend to carry over to their assimilated language. Many of these are shared by the Anun.

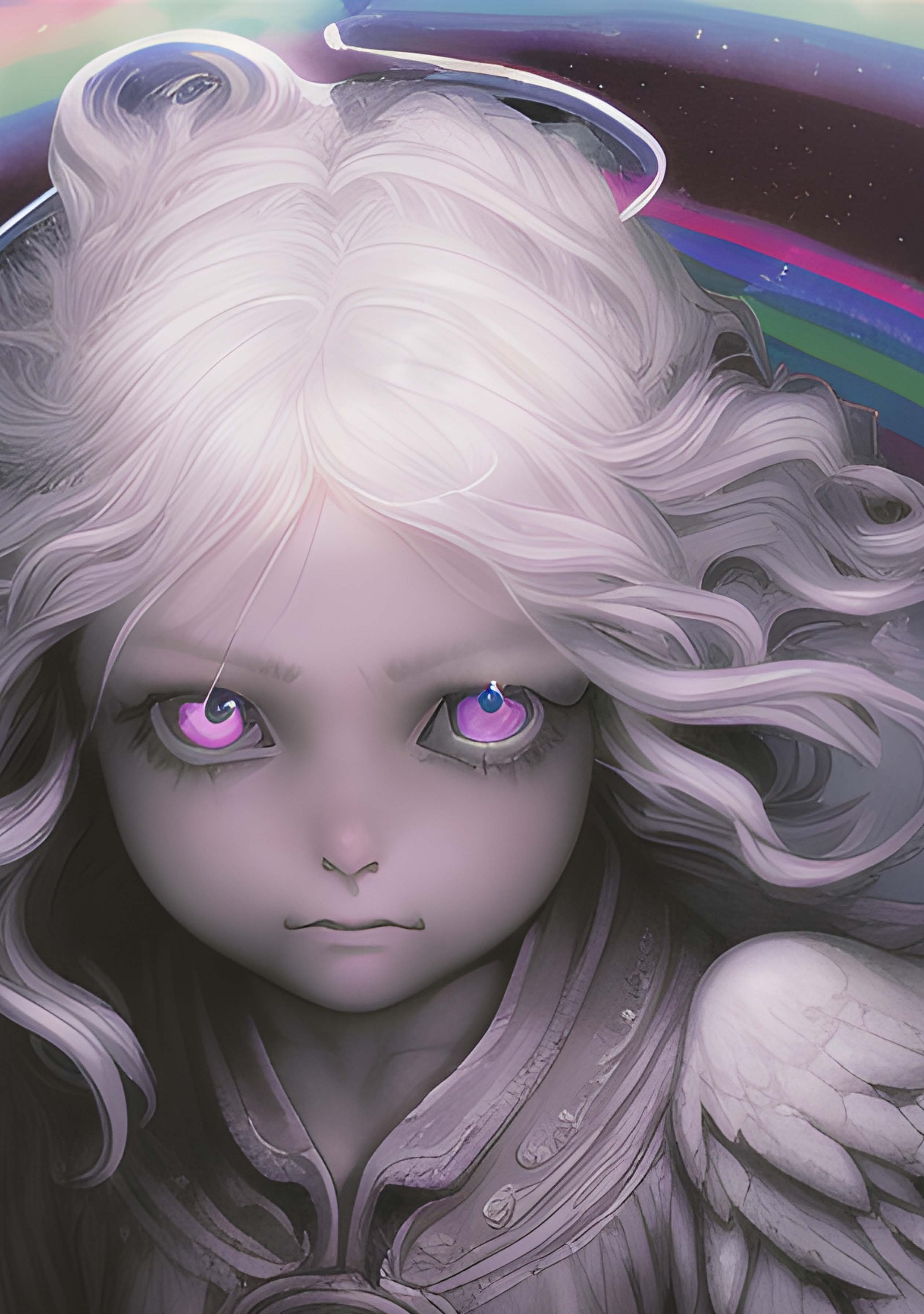
Names are pronounced differently, based on the level of familiarity with the subject. An example of this would be the title 'Tzaph'qiel', literally translated as 'dock worker person'. (Tzaph', a transitive verb, 'to load'; 'qi', 'dock'; -el, a 'suffix', meaning 'person/worker'). "Tzaff'key'L" (dzæf.kɪ.ɛl), would be the pronunciation used by a person who was not familiar with the person; "Tzoff'key'L" (dzɒf.kɪ.ɛl) would be used by a person if they intended the term as a compliment, or as an honorific; 'Ti'zi'ki'el' (tɨ.zi.ki.ɛl) would be used by a close family member, or even a child.

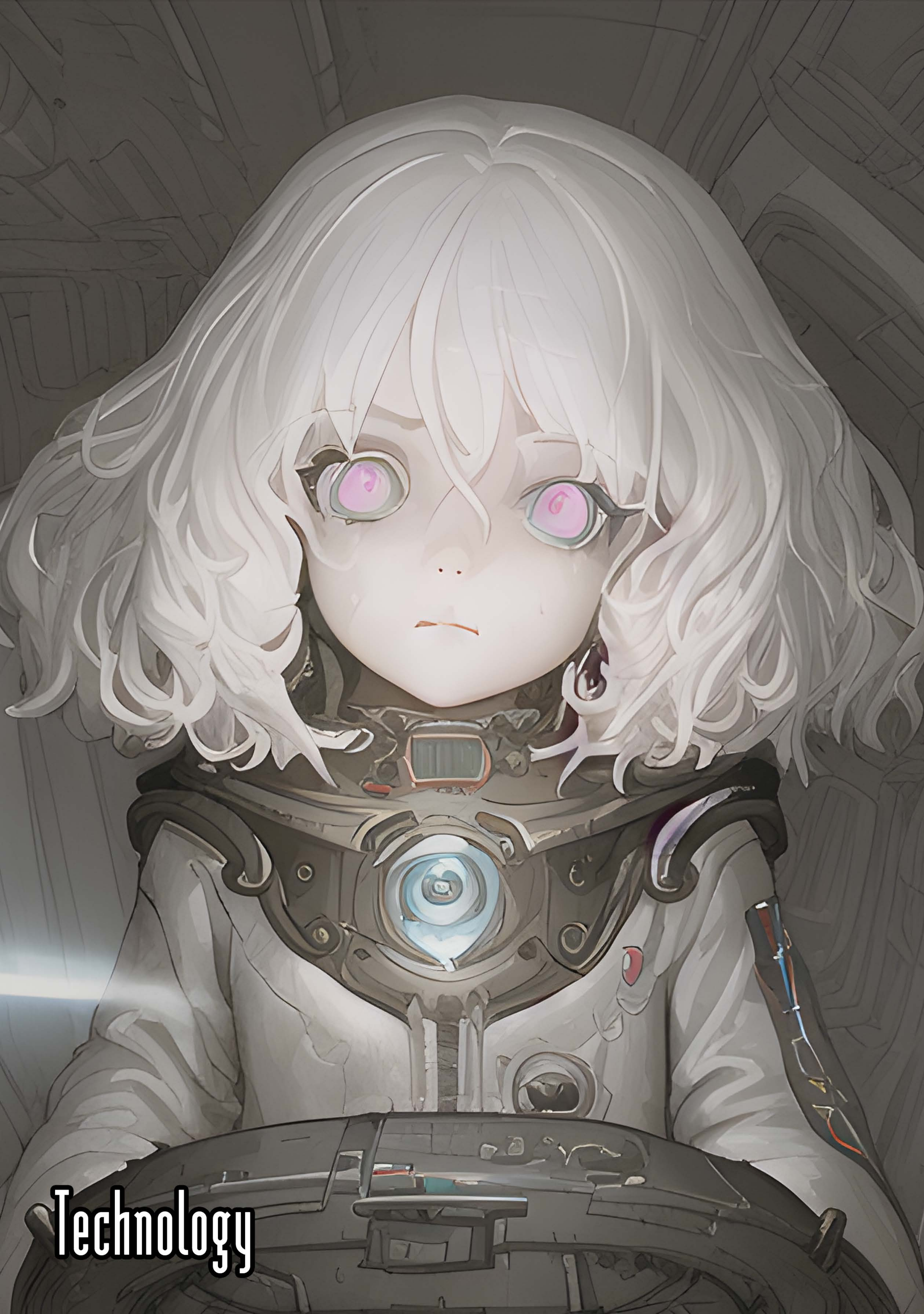
Similarly, the rank of "Shamsiel" (not directly translatable, its main etymological component essentially lost, meaning roughly "General", the highest attainable military rank), has several forms. "Zsha-mih'sha" (zʂ̩.ɱɱ̩.ʂ̩), as an official rank, bestowing respect; Zha-michelle is also an acceptable alternative.

Both inflection and tone in any assimilated language will tend to seem strange to a non-bonded individual. This may be due to the fact that conmmon and ancestral Bhue vocal, verbal language is primarily based off of a tone system, lending a somewhat musical flavor to their communication style.

Beyond all of that, the Bhue tend to have a strong, possibly-biologically-driven moral code.

Though the Bhue do not seem to have very many taboos, universally within anyone touched by the species, rape and slavery are held to be absolutely forbidden.




Technology

It is difficult to define the Bhue's technology generally. Instead, it is best to give examples.

The first is "Carcosa". Carcosa exists as a physical location created by the shared, projected experiences of the Bhue; but especially of those who visit it. It is best-described as a 'mindscape': a temporally-adjacent location that is user-editable. It is a shared, but real dream; where individual memories and feelings shape existence itself.

Niflheim, a created 'dimension', used to access and remain in contact with Bhue client species, as well as loved ones. It mostly appears as a hallway of doors; and as series upon series of seemingly-endless stairs. It exists, surrounded by a void that is neither lighted, nor dark. It is one of the many crawlspaces of this universe—of quantum shortcuts.

There also exists a 'starship' called Carcosa, a user-configurable vessel capable of disassembling itself to create separate and distinct planes of existence, as well as change surrounding environments. The 'ship' can re-configure existing and adjacent environments, or simply alter the laws of physics; for example, it can extend its universally-breathable atmosphere to areas it has no physical access to, or simply change reality so that the subjects within a given space no longer need to breathe in order to stay alive.

Lastly, the Vanaheim is an entity that is said to have been found, not 'created'. Its nature is considered wholly Bhue: it was not born. Whether it remains a relic of some bygone time, a superweapon created in secret, or is simply being described in mythological terms, none can say. The Bhue describe it as being a primal, primordial force of existence itself— of being essentially almost as old as existence.

It stands apart from what might be called standard Bhue design. Inside its blazing white framework, its interior segregated by forcefields, the ship itself is antithetical to all life. Lifeforms who come in contact with the ship have been known to spontaneously catch on fire, even in vacuum. Some have witnessed their bodies *unraveling*. The Bhue largely avoid the ship.

On an individual level, the Bhue are capable of many things. Gravity manipulation; temporal manipulation, prediction, travel; accelerated accretion; energy and matter conversion.

Bhue possess extensive electrical and plasmatic capabilities.

What the Anun can do, the Bhue can also. In fact, they excel at it. While the Bhue exhibit both telekinesis and telepathy, the Bhue do not usually solely communicate telepathically: they are known to be very vocal, very verbal communicators, though this is obviously going to be deeply influenced by their own individual hybridizations.

Despite these powers, the Bhue do not ordinarily wear clothing. Honestly, they don't really need it. Naturally vacuum-enabled lifeforms, Bhue do not even require spacesuits.

While Bhue customarily wear civilization-appropriate clothing, they also possess an innate ability to fabricate clothing-like material, to cover their outermost layer(s). Even other Bhue have no real way of ascertaining whomst amongst them is and isn't really naked.

Perhaps because of this, Bhue clothing tends to have some sort of technological function: typical 'dresses' act as junctions for Bhue genes, facilitating their use in disparate lifeforms and organisms.

Though the Bhue *do* have spacesuits, their function is primarily tactical. Bhue spacesuits almost always serve some offensive function, providing advanced armoring and usually ability-extending features.

Bhue dresses, given to the Anun, served the purpose of transferring, or rather conferring Bhue capabilities unto the Anun, allowing their wearer their full and unfettered use.

Many suit types exist, with the vast majority serving very specific purposes. Examples include the Form Suit, the standard militaristic exoskeleton; and the R.U. suit, which provides both permanent strengthening functions as well as form-stabilizing technology.

Type 0 and other primarily non-solid Bhue phenotypes often have trouble maintaining a solid physical form. Because of this, the common apparatus, the Form Suit (hereinafter referred to as F.S.) was designed. Made out of living 'metal,' a programmable matter similar to the Anun's springsteel, the F.S. functions both as spacesuit and suit of armor.

The F.S. is comprised of roughly eight gross parts, with further delineations and segregations made possible farther along down the suit's 'limbs'. Strangely, the suit seems to be largely modeled on Anun biology: Bhue within the suit are roughly the same height and bodily shape as Anun Newtype phenotypical individuals.

The parts include a retractable helmet; a torso section; and four limbs, with all the expected humanoid terminii. The terminus of each limb features a hole, roughly in the center of each appendage, as does the center of the chestpiece. Optionally, the chestpiece can be modified to provide permanent life-sustaining functionality.

The F.S. can withstand human large-arms fire, planetary drops, superliminal crushing forces, and all common extraplanetary weapons platform fire circa 14-34 a.c. without sustaining damage.

The F.S., when configured for use by other lifeforms, tends to be referred to the Dead Man's suit. This is because of the chestpiece's capacity to extend a user's life. The F.S. maintains life-sustaining functions even when the user's body is essentially destroyed, allowing for the user's consciousness to continue acting in the physical world.

The F.S. enhances, and sometimes provides weapons functionality, though this functionality is often extremely-limited or outright disabled when used by non-bonded lifeforms.

Primarily, the F.S. provides enhanced strength, life support, and armoring sophisticated enough to allow any given person to act as a walking tank.

Bhue suit technology came to be as a direct offshoot of minification of larger external bodies, primarily used to affect planet-sized processes. Bhue once occupied, and essentially 'piloted' planet-sized artificial bodies, using these artifices to move cosmic bodies 'by hand'.

Beyond this, the Bhue are capable of whole-planet warping. Of gravitational lensing, as used to effect space travel. They can control molecular processes that can directly unravel the very fabric of reality. They can do things like travel via mirrors; control shadows in such a way as to affect corporeal and physical reality. These are beings that can hide in rainbows; liquefy before your very eyes; and regenerate themselves from less than a single cell. Dimensional and extra-universal travel amongst this species is common, and frequent.

There is, however, one problem. The full extent of Bhue technology is unknown to the majority of the 'species', as the group itself does not congregate. What is known about the species is largely gleaned from stories *about* the species: like how the Anun tell of their latest home planet being a gift from the Bhue, who also had the capabilities necessary to not only regenerate only the endemic life on it, but to place it in the exact same spot as the former planet. Additionally, the 'replacement' planet is said to have had an improved climate, air quality, and health of its overall biome.

As the Bhue were most-generous and most-friendly to the Anun, the vast majority of all known Bhue technology is known through Anun records. And the majority of all known extant Bhue technology is the result of royal-to-royal cultural exchanges, the directly aforementioned being an example.

It is said that the Bhue 'royalty' gifted the Anun queen with several objects, including, but not limited to a series of 'mirrors' that acted as both a means of communication, and an emergency escape Path; various 'halos' and 'Gems', each and every item appearing to serve an obvious, outward function, as well as having hidden functionality.

It may well be impossible to separate a Bhue's 'natural' environment with that of their weapons and ships technology.

Bhue architecture seems to be some combination of Anun, with comparisons to human Brutalist architecture and the works of M.C. Escher being prominent comparisons. As the Bhue are a vacuum-enabled species, and most, if not all are capable of flight, Bhue structures are rarely accessible entirely through terrestrial means— save for when they're designed for use by other, usually-bonded species.

Bhue structures typically exhibit non-Euclidean features, fifth-dimensional space, inverted and 'upside-down' spaces wherein gravity may or may not be inverted.

Temporally-involved, there are often parts of structures that do not exist within the same frame(s) of reference of time(s). Some parts of a structure may be anchored eternally, or in a specific frame of reference, or even a differing timeline; corridors of time-involved structures may link to each other in non-human-intuitive ways, leading to passageways that loop back on each other temporally. Oddly, no infinite loop structures seem to exist, perhaps owing to their relative impossibility to create any one-way aperture into.

Some structures do not even exist (with)in the same dimension(s), being split between differing planes of existence(s).

A Bhue superstructure, properly understood, would *probably* drive the average human insane. Oddly, the Anun can navigate them in their *sleep*.

Bhue ship design is best described in contrast with Anun design: the Anun seem to prefer sharp angles when it comes to smaller vessels, with larger ships being rounder and smoother; the Bhue prefer the opposite. Smaller Bhue vessels are almost-always round or disc-shaped, and larger vessels are almost-always filled with sharp angles, looking like massive non-Euclidean geodesic shapes, or Platonic solids. Examples of Bhue ships include spheres, cubes, and sharp, dagger-like structures. One commonality both races share is sharp angles and edges on a ship primarily denote attack vessels.

The most-common Bhue reconnaissance vessel looks much like a solid ball of steel. Though, it must be noted that Bhue ship design differs so extremely that no real shared configurations exist amongst larger attack vessels, with each being essentially unique; purpose-built.

When it comes to smaller vessels, type-0 capable individuals may prefer disc-shaped ships. Some prefer more-standardized Anun ships, such as the standard flying-brick-shaped cargo vessel.

4-type & d. individuals almost universally pilot disc-shaped vessels.

At some juncture, Bhue and Anun ships technology diverged. Most Anun ships designed for long-term colonial and life-support use are primarily based off of gifted or sometimes co-invented technolog(ies). The Bhue and Anun worked so closely together, however, that it is difficult to say what technology is Bhue, and what is Anun. Very likely, no such delineation can be reasonably made.

The oldest technology, however, is of Bhue origin. As this technology has essentially bled and trickled through bonded civilizations, Bhue ship design is essentially also as diverse as the people they have helped.

The vast majority of Bhue ships technology that has reached Earth is round. Discs, orbs, and other esoteric shapes in the sky often belong to, or are piloted by Bhue individuals.

Some ‘man in the sky’ sightings can be attributed to Bhue individuals.


Oberon


Titania


Conclusion

The Bhue are dangerous. Extra-universal, extra-dimensional, even though none of them like one another and, for most of their existence, they have not co-existed beside one another, their technology on the Kardashev Scale is easily Type V and beyond.

They have created living, sentient soldiers, superweapons designed as infiltrants, assimilants, and destroyers. Able to operate covertly, these individuals could take on the traits of others and blend seamlessly into their targets' environments and civilizations.

However, perhaps owing to their own nature, the Bhue superweapons, the type 4/BRs, never used these powers against others. Instead, they chose to destroy the ones who had sent them to commit genocide.

Individually, a Bhue is a calamity. In a group they're even worse.

The Anun have a saying: that any impossible feat is a 'Two Bhue Problem'. The Bhue have moved Heaven and Earth, quite literally, having created and gifted at least one planet. They are capable of reality manipulation on a level that is difficult to describe in human linguistic terminology.

Though dangerous, the Bhue have a great and enduring affinity for the Anun: one that has survived *multiple* 'Anun'-initiated wars, and even a few civil wars amongst the Bhue. Instead of annihilating the Anun, it is said that the Bhue chose to disperse. Where they went, no one really knows. One has to wonder why they'd run and hide.

The Bhue are akin to living, thinking viruses. Their forms are kaleidoscopic, their biology, if they have any, eluding all description. They are incredibly mysterious, and even harder to find.

And perhaps that's for the best.

Because one could probably blow up the fucking sun.



